Active Bugs Report

Project Title: Lego Rock Raiders

Project Number: 94003

Bug #	Status	Priority	Repeat	Version	Defect Language	Submit By	Submit Date	Last Seen	Fix Date	Verify Date	Related Bug #	PC #
		Description										
2	Open	C	YES	UNKNOWN	LOGIC ALL	Richard Blanco	11/09/99 11:32:30					SC116

Description:
Rock Monster does not die when reaching 0 health.

Steps to Reproduce:
1. Start Training Mission 8.
2. Observe the Rock Raider attacking the Rock Monster with the Pusher Beam.

Observed Result:
The Rock Monster reaches 0 health (i.e. no green left in its health bar), but does not die. It takes 2 more hits from the pusher beam for the monster to die.

Expected Result:
The monster should die when he reaches 0 health.

Responsibility:

Comments:

Resolution:

Bug #	Status	Priority	Repeat	Version	Defect Language	Submit By	Submit Date	PC #
3	Open	B	YES	UNKNOWN	GAMEPLAY ALL	Richard Blanco	11/09/99 11:37:34	SC116

Description:
Training Mission 7 does not end with a teleport.

Steps to Reproduce:
1. Start Game through Start Bar.
2. Select Training Missions.
3. Select Mission 7.
4. PLay mission through to the end.

Observed Result:
The mission does not end with a teleport off the planet as all other training missions do. Instead, the user has to manually quit out to the main menu.

Expected Result:
At the end of the training mission, the Rock Raiders should teleport out.

Bug #	Status	Priority	Repeat	Version	Defect	Submit By	Submit Date	Last Seen	Fix Date	Verify Date	Related	PC #
		Description			**Language**						**Bug #**	

Responsibility:

Comments:

Resolution:

| 4 | Open | C | YES | UNKN OWN | SOUND ALL | Richard Blanco | 11/09/99 11:44:17 | | | | | SC116 |

Description:
No Welcome message in training mission 5.

Steps to Reproduce:
1. Start Game through Start Bar.
2. Start Training Missions.
3. Select Mission 5.

Observed Result:
The drill Sergeant does not offer an audio welcoming message to the mission.

Expected Result:
The welcome message should be audio as well as text.

Responsibility:

Comments:

Resolution:

| 5 | Open | A | YES | UNKN OWN | CRASH ALL | Richard Blanco | 11/09/99 11:47:16 | | | | | SC116 |

Description:
Game crashes to Win98 desktop at the end of Training missions.

Steps to Reproduce:
1. Start Game through Start Bar.
2. Select training missions.
3. Select Mission 3 (or 8).
4. Play mission through to conclusion.

Observed Result:
At the end of the mission when the Rock Raiders are due to teleport out, the game crashes to the Win98 desktop.

Expected Result:
The Rockraiders should be able to teleport out as normal, and the game should continue.

Bug #	Status	Priority	Repeat	Version	Defect		Submit By	Submit Date	Last Seen	Fix Date	Verify Date	Related	PC #
		Description			**Language**							**Bug #**	

Responsibility:

Comments:

Resolution:

| 6 | Open | C | YES | UNKN OWN | GRAPHICS ALL | Richard Blanco | 11/09/99 11:50:07 | | | | | SC116 |

Description:
The Rock Raiders walk through barriers.

Steps to Reproduce:
1. Start Game through Start Bar.
2. Start Training Missions.
3. Select a mission that requires the construction of buildings.

Observed Result:
When a building is under construction, the Rock Raiders put out construction barriers. However, when the Rock Raiders are materials to the site, they are able to walk straight through the barriers.

Expected Result:
The barriers should be solid, and the Rock Raiders should not be able to walk through them. They should have to avoid them in some way.

Responsibility:

Comments:

Resolution:

| 7 | Open | C | YES | UNKN OWN | SOUND ALL | Richard Blanco | 11/09/99 16:59:10 | | | | | SC116 |

Description:
Audio Messages Overlap.

Steps to Reproduce:
1. Start game through Start Bar.
2. Select Training Missions.
3. Select Mission 4
4. As the Sergeant is giving his introductory speech, hit the space bar.

Observed Result:
The two audio messages are playing at the same time, making them both incomprehensible.

Expected Result:
When the space bar is hit, the first message should cut out, so the second message can be heard.

Bug #	Status	Priority Description	Repeat	Version	Defect Language	Submit By	Submit Date	Last Seen	Fix Date	Verify Date	Related Bug #	PC #

Responsibility:

Comments:

Resolution:

| 8 | Open | C | YES | UNKN OWN | SOUND ALL | Richard Blanco | 11/09/99 17:02:05 | | | | | SC116 |

Description:
When the tunnel scout teleports in during the search and rescue mission, the audio message is cut short.

Steps to Reproduce:
1. Start Game through Start Bar.
2. Start a new game.
3. Proceed to the Search and Rescue mission.
4. Play through the mission until the tunnel scout is teleported in.

Observed Result:
The drill sergeant's message is cut short by the appearance of a text box.

Expected Result:
The sergeant should finish his message, regardless of what is happening on screen.

Responsibility:

Comments:

Resolution:

| 9 | Open | A | NO | UNKN OWN | CRASH ALL | Richard Blanco | 11/09/99 17:04:54 | | | | | SC116 |

Description:
Crash to Win98 desktop during mission.

Steps to Reproduce:
1. Start game through Start bar.
2. Start a new game.
3. Proceed to the Breathless mission.
4. Play through the first part of the mission.
5. Begin to cunstruct a teleporter.

Observed Result:
The game crashed to the Win98 desktop without warning.

Expected Result:
The game should not have crashed to the Win98 desktop, and the mission should have continued as usual.

Bug #	Status	Priority	Repeat	Version	Defect	Submit By	Submit Date	Last Seen	Fix Date	Verify Date	Related	PC #
		Description			**Language**						**Bug #**	

Responsibility:

Comments:

Resolution:

| 10 | Open | B | YES | UNKN OWN | RULES ALL | Richard Blanco | 11/09/99 17:07:07 | | | | | SC116 |

Description:
It is not necessary to successfully complete a mission in order to proceed to the next one.

Steps to Reproduce:
1. Start game through Start Bar.
2. Select new game.
3. Select the first mission.
4. After the mission starts, hit Esc, then quit out of the mission.

Observed Result:
The next two missions are now available (are no longer covered by tape and are now accessible), and the text for the first mission reads 'mission completed'.

Expected Result:
Missions must be SUCCESSFULLY completed before allowing further progress into the game.

Responsibility:

Comments:

Resolution:

| 11 | Open | D | YES | UNKN OWN | SUGGESTION ALL | Richard Blanco | 11/09/99 17:10:50 | | | | | SC116 |

Description:
There are no difficulty levels in the game.

Steps to Reproduce:
N/A

Observed Result:
There is only one difficulty level in the game.

Expected Result:
To add to the replayability of the game, in my opinion there should be difficulty levels (e.g. Easy/Medium/Hard), whereby there are more or less ore/energy crystals in the rock faces, and perhaps the time in which the air runs out differs.
I believe as the game stands, there would not be a great deal of replayability once the game had been completed.

Bug #	Status	Priority	Repeat	Version	Defect	Submit By	Submit Date	Last Seen	Fix Date	Verify Date	Related	PC #
		Description			**Language**						**Bug #**	

Responsibility:

Comments:

Resolution:

| 12 | Open | B | YES | UNKN OWN | INPUT ALL | Gus Ferguson | 11/09/99 18:39:55 | | | | | SC123 |

Description:
It is impossible for the user to minimise (ALT-TAB) the game screen at any point during play.

Steps to Reproduce:
1. Install Lego Rock Raiders.
2. Play game at any point.

Observed Result:
At no point is the user able to minimise the screen and return to the desk-top by using (ALT-TAB).

Expected Result:
The user should be able to do this at any point in the game.

Responsibility:

Comments:

Resolution:

| 13 | Open | C | YES | UNKN OWN | SOUND US-English | Dominic White | 12/09/99 10:17:41 | | | | | SC116 |

Description:
In the training mission selector screen, you won't get the voice description of a training mission again if you re-highlight it again.

Steps to Reproduce:
1. Start the game from the start button on the desktop.
2. At the mode select window, select the "Window" option to have the game play in a 640x480 window as opposed to full-screen.
3. Once in the game, select the training missions option.
4. Highlight any of the training missions, eg: number 1.
5. Listen to the voice description of the mission.
6. Now move the cursor away so that training mission 1 is no longer selected, but without highlighting any other mission.
7. Now move the cursor back over mission 1 again.

Observed Result:
Although the mission 1 icon will be highlighted again, you will not get the voice description of the mission again.

Expected Result:
You should get the voice description of the mission again.

Bug #	Status	Priority	Repeat	Version	Defect	Submit By	Submit Date	Last Seen	Fix Date	Verify Date	Related	PC #
		Description			Language						Bug #	

Responsibility:

Comments:

Resolution:

| 14 | Open | C | YES | UNKN OWN | SOUND | Dominic White | 12/09/99 | | | | | SC116 |
| | | | | | US-English | | 10:26:20 | | | | | |

Description:
The second sentence in the Training mission 2 (Rock Types and Drilling) briefing screen window says "Today's training mission" , but the instructor's voice says "Today's Lesson."

Steps to Reproduce:
1. Start the game from the start button on the desktop.
2. At the "Mode Select" window, select the "Window" option to have the game play in a 640x480 window as opposed to full-screen.
3. Once in the game, select the Training Missions option.
4. Select Training mission 2 (Rock Types and Drilling.)
5. At the mission briefing screen, look at the text in the box, and listen carefully to what the instructor actually says.

Observed Result:
The second sentence starts off "Today's training mission," but what the instructor says is "Today's Lesson."

Expected Result:
It would be more consistent if the text in the box and the instructors voice conveyed the same information.

Responsibility:

Comments:

Resolution:

| 15 | Open | D | YES | UNKN OWN | SUGGESTION | Dominic White | 12/09/99 | | | | | SC116 |
| | | | | | US-English | | 10:56:46 | | | | | |

Description:

When a Rock Raider finishes drilling rock, he seems to walk forward into the rocks which collapse all around him, but does not take any damage. This seems somewhat anomalous. It might be more consistent if the Rock Raider either took damage, or jumped as he finishes drilling, or if the rocks fell away from him as opposed to around him.

Responsibility:

Comments:

Resolution:

Bug #	Status	Priority Description	Repeat	Version	Defect Language	Submit By	Submit Date	Last Seen	Fix Date	Verify Date	Related Bug #	PC #
16	Open	C	YES	UNKN OWN	SOUND US-English	Dominic White	12/09/99 11:13:01					SC116

Description:
At the end of Training mission 2, (Rock Types and drilling) the mission briefing window pops up, and the instructor moves as if speaking, but doesn't actually say anything.

Steps to Reproduce:
1. Start the game from the start button on the desktop.
2. At the "Mode Select" window, select the "Window" option to have the game play in a 640x480 window as opposed to full-screen.
3. Once in the game, select the Training Missions option.
4. Select Training mission 2 (Rock Types and Drilling.)
5. Complete the mission.

Observed Result:
At the end of the mission, a briefing/progress report window pops up. The instructor appears as he always does with these text boxes, and moves as if speaking, but doesn't actually say anything.

Expected Result:
The instructors voice should be able to be heard narrating the text in the briefing window.

Responsibility:

Comments:

Resolution:

Bug #	Status	Priority	Repeat	Version	Defect Language	Submit By	Submit Date	Related	PC #
17	Open	C	YES	UNKN OWN	SOUND US-English	Dominic White	12/09/99 11:17:15		SC116

Description:
The instructor starts to narrate the second window of text in the pre-mission briefing screen in Training Mission 1 before you have actually clicked on to it.

Steps to Reproduce:
1. Start the game from the start button on the desktop.
2. At the "Mode Select" window, select the "Window" option to have the game play in a 640x480 window as opposed to full-screen.
3. Once in the game, select the Training Missions option.
4. Select Training mission 1 (Moving Rock Raiders.)

Observed Result:
As the pre-mission briefing window pops up, the instructor starts to narrate the text in the box. There are two text windows, the second following on from the first, and accessed by clicking on the continue button. The instructor starts to narrate the text in the second window before you have clicked in to it.

Expected Result:
The instructor should wait until you are in the second box of text before starting to narrate its contents.

Bug #	Status	Priority	Repeat	Version	Defect	Submit By	Submit Date	Last Seen	Fix Date	Verify Date	Related	PC #
		Description			Language						Bug #	

Responsibility:

Comments:

Resolution:

| 18 | Open | C | YES | UNKN OWN | SOUND US-English | Dominic White | 12/09/99 11:22:45 | | | | | SC116 |

Description:
A text box pops up when you first encounter the green energy crystals in Training Mission 1, but the instructor's voice can not be heard narrating it.

Steps to Reproduce:
1. Start the game from the start button on the desktop.
2. At the "Mode Select" window, select the "Window" option to have the game play in a 640x480 window as opposed to full-screen.
3. Once in the game, select the Training Missions option.
4. Select Training mission 1 (Moving Rock Raiders.)
5. Play through the mission.

Observed Result:
About halfway through, one of the rock raiders will encounter green energy crystals. You will be instructed to move the rock raider near to the crystals. A text window then pops up saying "Well done! Now watch him walk over, pick it up and take it away. " The instructors voice can not be heard narrating this window however.

Expected Result:
As the instructor seems to always narrate the text in windows, it would be more consistent if he did likewise here too.

Responsibility:

Comments:

Resolution:

Bug #	Status	Priority Description	Repeat	Version	Defect Language	Submit By	Submit Date	Last Seen	Fix Date	Verify Date	Related Bug #	PC #
19	Open	C	YES	UNKN OWN	SOUND US-English	Dominic White	12/09/99 11:29:02					SC116

Description:
The instructor doesn't faithfully narrate the text in a window in Training mission 3. (Building Rock Raider HQ.)

Steps to Reproduce:
1. Start the game from the start button on the desktop.
2. At the "Mode Select" window, select the "Window" option to have the game play in a 640x480 window as opposed to full-screen.
3. Once in the game, select the Training Missions option.
4. Select Training mission 3 (Building Rock Raider HQ.)

Observed Result:
The pre-mission briefing screen text reads "Hello Again, Cadet! Today we will be looking at the basics of building a base. A well-built base is needed to ensure our mining operations run smooothly, so please pay close attention." What the instructor says is "Welcome, Cadet! This training mission will teach you how to build a more advanced Rock Raiders building. "

Expected Result:
The instructor should narrate what is in the text box.

Responsibility:

Comments:

Resolution:

Bug #	Status	Priority Description	Repeat	Version	Defect Language	Submit By	Submit Date	Last Seen	Fix Date	Verify Date	Related Bug #	PC #
20	Open	A	YES	UNKN OWN	IPF US-English	Dominic White	12/09/99 11:40:21					SC116

Description:
The game crashes when the continue button is clicked in the after mission briefing screen in Training Mission 3. (Building Rock Raider HQ.)

Steps to Reproduce:
1. Start the game from the start button on the desktop.
2. At the "Mode Select" window, select the "Window" option to have the game play in a 640x480 window as opposed to full-screen.
3. Once in the game, select the Training Missions option.
4. Select Training mission 3 (Building Rock Raider HQ.)
5. Play through the mission until its end.

Observed Result:
At the end of the mission, a briefing window pops up, which reads: "Now that you have a Level 1 Power Station, you can construct the Support Station, Upgrade Station, Ore Refinery, Mining Laser and Super Teleport - but that's enough work for today, you'll learn more about the other buildings later." If you click on the continue button in the text box, an error window titled "Legorr" pops up, saying "This program has performed an illegal operation and will be shut down. If the problem persists, contact the program If you click on the "Details" button, the following text can be seen:

LEGORR caused an invalid page fault in
module LEGORR.EXE at 0167:00455818.
Registers:
EAX=0000002d CS=0167 EIP=00455818 EFLGS=00010206
EBX=009af6b4 SS=016f ESP=009af4e8 EBP=00000000
ECX=00000000 DS=016f ESI=0000002c FS=410f
EDX=00000000 ES=016f EDI=00000000 GS=0000
Bytes at CS:EIP:
80 3f 00 0f 84 17 02 00 00 8a 45 00 3c 3c 0f 85
Stack dump:
00000000 0000002c 00000000 009af6b4 0000000f
02c1c1b8 00000000 bff741f7 00000000 baaba8f0
45bb8000 00000000 00000000 00000000 00000000
00000000

Expected Result:
The game should not have crashed out with an IPF at the end of the mission.

Responsibility:

Comments:

Resolution:

Bug #	Status	Priority	Repeat	Version	Defect Language	Submit By	Submit Date	Last Seen	Fix Date	Verify Date	Related Bug #	PC #
21	Open	D	YES	UNKN OWN	SUGGESTION ALL	Richard Blanco	12/09/99 18:47:17					SC119

Description:
The Start game option gives access to the training missions, which makes the training missions option redundant. I believe the training missions should not be accessible through the Start Game option.

Bug #	Status	Priority	Repeat	Version	Defect	Submit By	Submit Date	Last Seen	Fix Date	Verify Date	Related	PC #
		Description			Language						Bug #	

| 22 | Open | B | YES | UNKN OWN | MOUSE | Richard Blanco | 12/09/99 18:49:45 | | | | | SC119 |
| | | | | | ALL | | | | | | | |

Description:
There is a regular mouse pointer as well as the in game cursor.

Steps to Reproduce:
1. Install game onto a Win95 computer.
2. Start the game through the Start Bar.

Observed Result:
There is a regular (arrow) pointer on screen as well as the in game (octagonal) cursor. The in game cursor lags about an inch behind the arrow cursor when moved quickly, even though the in game cursor is still the one that needs to be placed over the hot spot in order to make the relevant selection.

Expected Result:
There would be no arrow cursor, and the octagonal cursor would respond instantly to user input via the mouse.

Responsibility:

Comments:

Resolution:

| 23 | Open | C | YES | UNKN OWN | GRAPHICS | Richard Blanco | 12/09/99 18:53:12 | | | | | SC119 |
| | | | | | ALL | | | | | | | |

Description:
Black squares around the spider sprites.

Steps to Reproduce:
1. Play game on a Win95 machine.
2. Start new game.
3. Drill into a rock face.

Observed Result:
The spiders that are sometimes present in the rock faces that scurry away after you have drilled them had black boxes around them.

Expected Result:
There would be no black boxes around any of the in game graphics.

Bug #	Status	Priority Description	Repeat	Version	Defect Language	Submit By	Submit Date	Last Seen	Fix Date	Verify Date	Related Bug #	PC #

Responsibility:

Comments:

Resolution:

Bug #	Status	Priority	Repeat	Version	Defect Language	Submit By	Submit Date	Last Seen	Fix Date	Verify Date	Related Bug #	PC #
24	Open	C	YES	UNKNOWN	GRAPHICS ALL	Richard Blanco	12/09/99 18:55:40					SC119

Description:
Black boxes around energy crystal sprites.

Steps to Reproduce:
1. Play game on a Win95 machine.
2. Start a new game.
3. Drill rock faces until energy crystals are located.

Observed Result:
There are black boxes around the energy crystal sprites.

Expected Result:
There would be no black boxes around any in game graphics.

Responsibility:

Comments:

Resolution:

Bug #	Status	Priority	Repeat	Version	Defect Language	Submit By	Submit Date	Last Seen	Fix Date	Verify Date	Related Bug #	PC #
25	Open	B	YES	UNKNOWN	GRAPHICS ALL	Richard Blanco	12/09/99 18:58:07					SC119

Description:
There is a black line across the screen in the mission summary screen.

Steps to Reproduce:
1. Play the game on a Win95 machine.
2. Start a new game.
3. Complete the first mission.

Observed Result:
In the mission summary screen when all the users percentages are displayed, there is a black line across the centre of the screen.

Expected Result:
There would be no black line across this screen.

Responsibility:

Comments:

Resolution:

| 26 | Open | B | YES | UNKN OWN | AI LOGIC ALL | Richard Blanco | 12/09/99 19:00:14 | | | | | SC116 |

Description:
Rockraiders that are armed with weapons do not defend the base effectively.

Steps to Reproduce:
1. Start a new game.
2. Start a mission that has monsters present.
3. Arm one or two rockraiders with pusher beams.
4. Allow a monster to attack the base.
5. Wait until there is another monster present on screen.
6. Hit the Action Stations button.

Observed Result:
The armed Rockraiders will often go and shoot the second monster that could be a long way away from the base, and ignore the one that is damaging it.

Expected Result:
The Rockraiders should always defend their base first, then deal with other monsters elsewhere.

Responsibility:

Comments:

Resolution:

| 27 | Open | C | YES | UNKN OWN | COLLISION ALL | Richard Blanco | 12/09/99 19:03:47 | | | | | SC116 |

Description:
Granite Grinder's front drill disappears into walls when manoevering through narrow corridors.

Steps to Reproduce:
1. Start Game through Start Bar.
2. Select a mission that will allow the construction of a Granite Grinder.
3. Send the grinder down a narrow corridor.

Observed Result:
When the grinder makes a turn in the corridor, the drill on the front disappears into the wall.

Expected Result:
The drill should not disappear into the wall.

Bug #	Status	Priority	Repeat	Version	Defect	Submit By	Submit Date	Last Seen	Fix Date	Verify Date	Related	PC #
		Description			**Language**						**Bug #**	

Responsibility:

Comments:

Resolution:

| 28 | Open | D | YES | UNKN OWN | SUGGESTION ALL | Richard Blanco | 12/09/99 19:07:09 | | | | | SC116 |

Description:
It would be of advantage to the user if it was possible to name the saved games.

Responsibility:

Comments:

Resolution:

| 29 | Open | C | YES | UNKN OWN | GAMEPLAY ALL | Richard Blanco | 12/09/99 19:08:29 | | | | | SC116 |

Description:
Rockraiders are able to stand in lava and not take damage.

Steps to Reproduce:
1. Start game through Start Bar.
2. Select the 'Fire and Water' mission.
3. Start mission.

Observed Result:
When drilling certain rock faces, the Rockraiders appear on screen as if they are standing on lava whilst drilling, although they are taking no damage.

Expected Result:
The Rockraiders should not drill from lava, or they should take damage if they do.

Responsibility:

Comments:

Resolution:

Bug #	Status	Priority Description	Repeat	Version	Defect Language	Submit By	Submit Date	Last Seen	Fix Date	Verify Date	Related Bug #	PC #
30	Open	B	YES	UNKN OWN	GAMEPLAY ALL	Richard Blanco	12/09/99 19:10:48					SC116

Description:
The game does not recognise what the user would have had to have done to establish a base, when a base is already set up at the start of a mission.

Steps to Reproduce:
1. Start Game through Start Bar.
2. Select new game.
3. Select any mission where the base is pre-built.

Observed Result:
The game does not recognise the fact that, for example, in order to build a teleporter, you would need to upgrade the tool shop by 1 level. At the start of any mission where the base is already pre-built, there may be a teleporter, power plant, support shop etc., but none of the buildings have any upgrades, making it impossibloe for this base to have been built. The user must upgrade the tool shop first, as with a mission that is played without a base at the start.

Expected Result:
The buildings should be upgraded as required, depending on the number of building present in the pre-built base, in order to allow user to use the facilities that are there immediatley.

Responsibility:

Comments:

Resolution:

Bug #	Status	Priority	Repeat	Version	Defect Language	Submit By	Submit Date	Last Seen	Fix Date	Verify Date	Related	PC #
31	Open	C	YES	UNKN OWN	SOUND ALL	Richard Blanco	12/09/99 19:17:02					SC116

Description:
The credits have no music.

Steps to Reproduce:
1. Start game through Start Bar.
2. Select Credits.

Observed Result:
The credits have no music.

Expected Result:
The credits should have music.

Responsibility:

Comments:

Resolution:

Bug #	Status	Priority Description	Repeat	Version	Defect Language	Submit By	Submit Date	Last Seen	Fix Date	Verify Date	Related Bug #	PC #
32	Open	C	YES	UNKN OWN	MENU ALL	Gus Ferguson	12/09/99 18:28:21					SC104

Description:
The options reset to default settings at the end of each mission.

Steps to Reproduce:
1. Load game
2. Choose a mission.
3. Once in the mission, select the options menu.
4. Change the different options (eg sound FX, brightness, etc.)
5. Complete the mission.
6. Select another mission

Observed Result:
The option levels have gone back to the default settings meaning that the user has to keep changing the settings at the beggining of each mission which is annoying.

Expected Result:
The player should only have to change the settings once and they should be remembered for the duration of that session.

Responsibility:

Comments:

Resolution:

Bug #	Status	Priority Description	Repeat	Version	Defect Language	Submit By	Submit Date	Last Seen	Fix Date	Verify Date	Related Bug #	PC #
33	Open	C	YES	UNKN OWN	MESSAGES ALL	Gus Ferguson	12/09/99 18:49:10					SC110

Description:
Player is wrongly informed by the boss of the 'Rock Raiders' that a support station has been built in Rubble Trouble mission.

Steps to Reproduce:
1. Load game
2. Select 'Rubble Trouble' mission.
3. Start mission.

Observed Result:
At the end of the mission briefing when the tool store is teleported down, the text in the help box and the voice-over inform the user
" Well done, you built the support station"

Expected Result:
The player should be informed that the building is in fact a tool store, not a support station.

Responsibility:

Comments:

Resolution: